

MULTIMEDIA



UNIVERSITY

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2017/2018

DCS5088 – OBJECT ORIENTED PROGRAMMING (For DIT students only)

28 OCTOBER 2017
9.00 am – 11.00 am
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This examination paper consists of 12 pages.
2. **SECTION A:** There are 3 structured questions.
3. **SECTION B:** There is 1 structured question.

SECTION A: Structured Questions (Total: 70 Marks)*Instruction: Please write all your answers in the Answer Booklet provided.***QUESTION 1 (30 marks)**

1.1 Given the following code segments, identify the output for each of them.

a) `for (int y = 20; y <= 120; y *= 2)
 cout<< y ;`

[3 marks]

b) `x = 1;
while(x <= 18)
{
 cout<< x ;
 x += 6;
}`

[3 marks]

1.2 Given the program below:

```
#include<iostream>
using namespace std;
//1.2 a) write your answer on your answer booklet

void get_input(struct Employee&);
void taxation(struct Employee&);

int main()
{
    Employee Vee;
    get_input(Vee);
    taxation(Vee);
    cout << "\nName      : " << Vee.name
        << "\nSalary   : RM " << Vee.salary
        << "\nTaxation : RM " << Vee.tax;

}

//1.2 b) write your answer on your answer booklet
//1.2 c) write your answer on your answer booklet
```

Sample output screen

```
Enter name      : Jean Perry
Enter salary    : 5600.55
```

```
Name      : Jean Perry
Salary   : RM 5600.55
Taxation : RM 560.055
```

[Note: Refer to sample output given. The **bold** items are the inputs entered by user]

Continued...

a) At segment labelled '>// 1.2 a)', declare a *structure* named *Employee* which consists of three data members :

- *name (string)*
- *salary (float)*
- *tax (float)*

[2 marks]

b) At segment labelled '>// 1.2 b)', write the function definition for the function prototype (`void get_input(struct Employee&);`). In this function, user will enter *name* and *salary* for an employee. [3 marks]

c) At segment labelled '>// 1.2 c)', write the function definition for the function prototype (`void taxation(struct Employee&);`). In this function, the employee's tax will be determined based on the table below.

<i>salary</i>	<i>tax</i>
At least 10,000.00	20% of <i>salary</i>
Less than 10,000.00 but at least 5,000.00	10% of <i>salary</i>
Less than 5,000.00 but at least 3,000.00	5% of <i>salary</i>
If all the above is false	0

[8 marks]

1.3 Given the program below:

```
#include <iostream>
using namespace std;
class Furniture {
private:
    int order;
    float cost;
public:
    float price();
    void setCost (float c) { cost = c; }
    void setOrder(int o) { order = o; }
    void setOrder() { order = 3; }
    float getOrder() { return order; }
}

//1.3 a) write your answer on your answer booklet

int main()
{
    Furniture Cavenzi;

    //1.3 b) write your answer on your answer booklet

    cout << "The total cost is: RM " << Cavenzi.price() << endl;
    return 0;
}
```

Continued...

a) At segment labelled '1.3 a)', define member function *price()* outside the class. The function calculates and return *cost* \times *order*. [2 marks]

b) At segment labelled '1.3 b)', write the codes to do the following:

- Using object *Cavenzi*, call function *setCost(...)*, passing in float value 42.5.
- Using object *Cavenzi*, call function *setOrder(...)*, passing in integer value 7. [2 marks]

c) Trace and write the output produced once the whole program is complete. [2 marks]

d) There are **FIVE** errors when the following statements are added in the **main()** function of the same program. Correct the errors by rewriting the program statements that contains those errors. [5 marks]

```

furniture Lee;
Lee.cost = 300.05;
Lee.order = 2;
cout << "Lee qty: " << Lee.order <<
" costs : RM " Lee.price() << endl;

```

QUESTION 2 (20 Marks)

2.1 Given the program below:

```

#include <iostream>
using namespace std;
class Table
{
    int width_measure, length_measure;
public:
    // 2.1 a) Write your answer on your answer booklet

    void Set_Measurement (int L, int T)
    {
        width_measure = L;
        length_measure = T;
    }

    friend class Building;
} ;

```

Continued...

```
class Building
{ string name;
public:
    Building()
    { name = "PU9";
        cout<<"----Buiding name : "<<name<<"-----"<<endl;
    }

    // 2.1 b) Write your answer on your answer booklet

};

int main()
{ Building B1;
Table t[5];
int i = 0, x, y;
while( i < 5 )
{ cout<<"Enter the tables' width and length :\n";
    cin>>x>>y;
    t[i]. Set_Measurement(x,y);
    i++;
}

B1.findLargest(t);
return 0;
}
```

[Note: Refer to sample output given below. The **bold** items are the inputs entered by user]

Sample output screen

```
----Buiding name : PU9-----
~~Object Created~~
~~Object Created~~
~~Object Created~~
~~Object Created~~
~~Object Created~~
Enter the tables' width and length :
4 13
Enter the tables' width and length :
2 4
Enter the tables' width and length :
5 21
Enter the tables' width and length :
21 2
Enter the tables' width and length :
```

Continued...

```

3 9
The table area :52
The table area :8
The table area :105
The table area :42
The table area :27
The largest area is 105

```

a) At segment labelled '2.1 a)', write the constructor function that outputs "~~Object Created~~". [2 marks]

b) At segment labelled '2.1 b)', write the codes to define function *findLargest(...)*. This function will receive an array of 5 *Table* objects and display the area (*width x length*) of each object. The largest table area will be determined and displayed. [9 marks]

2.2 Given the program below:

```

#include <iostream>
#include <cmath>
using namespace std;
class Triangle
{
protected: double a, b, c;
public:
    Triangle(double x=3)
    {
        a=x; b=3; c=3;
        cout<<"--PP1--" << endl;
    }
    Triangle(double x, double y)
    {
        a=x; b=y;
        cout<<"--PC2--" << endl;
    }
};

class Pythagoras : protected Triangle
{
public:
    Pythagoras(double x, double y) : Triangle(x,y)
    {
        cout<<"--Pythagoras--" << endl;
    }

    double find();
};

double Pythagoras::find()
{
    c = sqrt(a*a + b*b);
    return c;
}

```

Continued...

```

int main()
{
    Pythagoras may(3,4);
    cout<<"Hypotenuse :"<<may.find()<<endl;
}

```

a) Analyze the program above and fill in the blanks for the statements below.

- Supposed *Pythagoras* class is inherited by *Yy* class using protected inheritance, the public member *find()* of *Pythagoras* class will be seen as _____ in the *Yy* class. [1 mark]
- Supposed *Pythagoras* class is inherited by *Yy* class using private inheritance, the protected members (double a, b, c) of *Triangle* class will be seen as _____ in the *Yy* class. [1 mark]

b) Trace the output for the above program. [3 marks]

c) Dynamic memory allocation is not utilized at the main function. Rewrite the main function to incorporate dynamic memory allocation. [Tip: You will need to write the codes to allocate memory and also to deallocate memory] [4 marks]

QUESTION 3 (20 Marks)

3.1 Given the program below:

```

#include<iostream> // line 1
using namespace std; // line 2

class Coordinate // line 3
{
private: // line 4
    double a,b; // line 5;
public: // line 6
    Coordinate () { a = b = 0.0; } // line 7
    Coordinate (double a_arg, double b_arg) // line 8
    {
        a = a_arg; // line 9
        b = b_arg; // line 10
    }
    + operator(const Coordinate &) { // line 11
        return Coordinate(a + p.a, b + p.b); // line 12
    }
    void display() // line 13
    { cout<<"a :"<<a<<, b :"<<b<<endl; } // line 14
}

```

Continued...

```

};

int main()
{ Coordinate ob1, ob2(1.5, 3.5), ob3 (5.0, 7.0) ;
  ob1 = ob2 + ob3;
  ob1.display();
  ob2.display();
  return 0;
}

```

a) Identify **TWO** errors in the class by copying the lines that have the errors and rewrite the lines with the necessary corrections. [2 marks]

b) Trace and write the output produced by the program (Note: Assuming there are no coding errors). [4 marks]

3.2 Trace and write the output produced by the program below: [7 marks]

```

#include<iostream>
using namespace std;
class Job
{
protected:
    float salary;

public:
    virtual void display ( float s )
    { salary = s;
      cout<< "= Your salary is :: RM " << salary << endl;
    }

    virtual ~Job()
    { cout<< "Job class" << endl << endl; }
};

class Lecturer: public Job
{
    void display( float s )
    { salary = s;
      cout<< "This is a Lecturer's salary :" << salary << endl;
    }

    ~Lecturer()
    { static int num=1;
      cout << "Lecturer " << num << " salary calculation done" <<
      endl ;
      num++;
    }
};

```

Continued...

```
int main()
{
    Job j;

    Job *p = new Lecturer;
    p->display(1500);
    delete p;

    p = new Lecturer;
    p->display(2590);
    delete p;

    p = &j;
    p->display(150);

    return 0;
}
```

3.3 Observe the program below:

```
#include <iostream>
#include <string>
using namespace std;

class HumanBody
{
protected:
    string name;
    float height, weight;
public:
    // 3.3 a) Write your answer on your answer booklet
};

class BMI : public HumanBody
{
private:
    float bm;
public:
    BMI(string nm, float wg, float hg)
    {
        bm = 0.0;
        name=nm;
        height=hg;
        weight=wg;
    }
    float calcBMI()
    {
        bm = weight / (height * height);
        return bm;
    }

    void display()
    {
```

Continued...

```
        cout << "~Name" : " << name << endl;
        cout << "~Height (meter)" : " << height << endl;
        cout << "~Weight (kg)" : " << weight << endl;
        cout << "~BMI" : " << calcBMI() << endl;
    }

};

int main()
{
    HumanBody B;
    BMI obj;

    return 0;
}
```

a) At segment labelled '*//3.3a*', set void display(void) as a pure virtual function. [3 marks]

b) The program has errors at the *main()*. Explain what is wrong with the object declarations. [4 marks]

Continued...

SECTION B (Total: 30 Marks)

Instruction: Please write all your answers in the Answer Booklet provided.

Write a **complete program** that gets input from user for the quotation of **THREE** categories of stationary. The program also will display the total quotation received and the final total price (discounted total quotation).

[**Note:** Refer to sample output given below. The **bold items** are inputs entered by user.]

➤ Declare a constant for the program:

- **SIZE (int)** : Set it to constant value of 5. This value is for the size of the *month* array of *Quotation* class that is used in this program.

➤ Create class called *Stationary*:

- Protected data members:
 - *type* : string
 - *category* : string
- Public member function:
 - *setStationary (...)* : Contains two string parameters to set the *type* and *category*.

➤ Create class called *Quotation* [**derived publicly** from class *Stationary*]:

- Private data members
 - *group* : string
 - *month* : string[SIZE]
 - *quo* : float[SIZE]
 - *total* : float
- Public member functions:
 - *Parameterized constructor* : - Contains three parameters of string type. One of the parameter is used to set the *group* and the other two parameters will be passed to function *setStationary (...)* to set the *type* and *category*.
 - Set the *month* array with values “Jan”, “Feb”, “Mac”, “Apr”, “May”.
 - Set the total to 0.

Continued...

- *setQuotation ()* : - Get user input for *quo* array.
- Accumulate the *quo* array element in *total*.
- *display()* : - Display the *category*, *type*, *group* and *total*.
- *FinalPrice (Quotation&)* : - Set this function as a *friend* of the class. Refer to the instructions after this to define the function.

➤ Create a friend function called *FinalPrice(Quotation&)*.

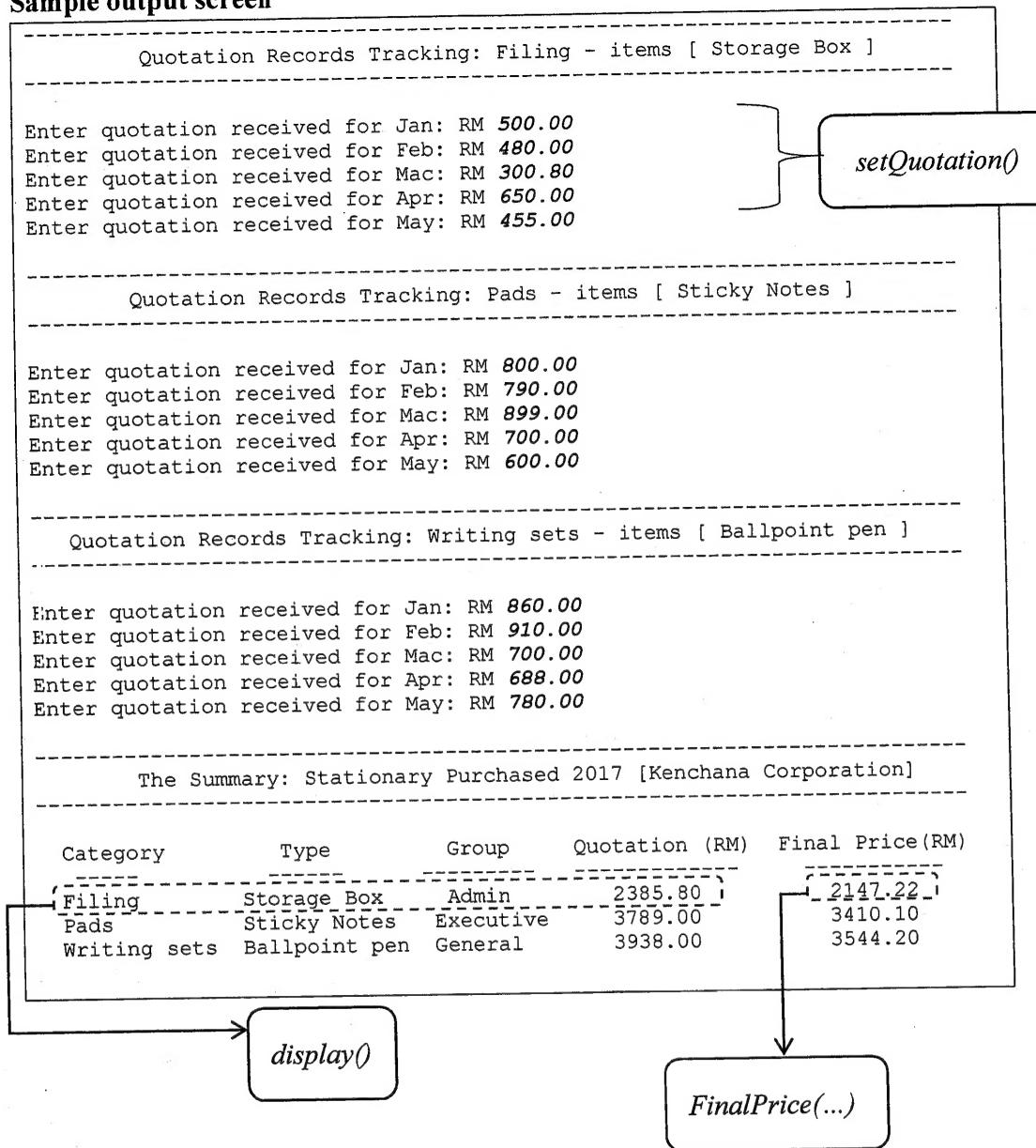
- Parameter : Reference object of *Quotation* class.
- Returns the Final Price [Hint: Final Price = 10% discount from the *total* quotation (use data member of *Quotation* class)].

In *main()*:

- Declare a pointer object, *a* of *Quotation* class.
 - Use this pointer to create a dynamic object element. Pass the values "Filing", "Storage Box", "Admin" that will set the object's *category*, *type* and *group*.
 - Call *setQuotation ()*.
- Declare a pointer object, *b* of *Quotation* class.
 - Use this pointer to create a dynamic object element. Pass the values "Pads", "Sticky Notes", "Executive" that will set the object's *category*, *type* and *group*.
 - Call *setQuotation ()*.
- Declare a pointer object, *c* of *Quotation* class.
 - Use this pointer to create a dynamic object element. Pass the values "Writing sets", "Ballpoint pen", "General" that will set the object's *category*, *type* and *group*.
 - Call *setQuotation ()*.
- For each dynamic object (*a*, *b*, *c*).
 - Call *display()*
 - Display the final price details by calling *FinalPrice(...)* .
- Deallocate memory for all the dynamic objects.

Continued...

Sample output screen



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